

Rogue 1 Criminal

CLASS & LEVEL BACKGROUND PLAYER NAME

Lightfoot Halfling Chaotic Neutral

CE ALIGNMENT EXPERIENCE POINTS



16

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

16

INSPIRATION

+2 PROFICIENCY BONUS

- O _0 Strength

 _5 Dexterity
 O _-1 Constitution

 _3 Intelligence
 O _1 Wisdom
 O _3 Charisma

 SAVING THROWS
- O _3 Acrobatics (Dex)
 O _1 Animal Handling (Wis)
 O _1 Arcana (Int)

 ② _2 Athletics (Str)
 ③ _5 Deception (Cha)
- O 1 History (Int)

 O 3 Insight (Wis)

 O 3 Intimidation (Cha)

 O 1 Investigation (Int)

 O 1 Medicine (Wis)

 O 1 Nature (Int)

 O 1 Perception (Wis)
- 3 Performance (Cha)
 5 Persuasion (Cha)
 1 Religion (Int)
 5 Sleight of Hand (Dex)
- 5 Stealth (Dex)1 Survival (Wis)

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PASSIVE WISDOM (PERCEPTION)

SKILLS





I always have a plan for what to do when things go wrong. I would rather make a new friend than a new enemy.

PERSONALITY TRAITS

Redemption: There's a spark of good in everyone.

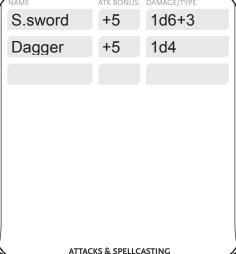
IDEALS

I'm trying to pay off an old debt I owe to a generous benefactor.

BONDS

Despite my best efforts, those I care about often become tied up in my schemes.

FLAWS



Lucky: If you roll a 1 on an attack roll, ability check, or saving throw, you can reroll, but must take the new roll.

Brave: You have advantage on saving throws vs. being frightened.

Halfling Nimbleness: You can move through the space of any creature larger than you.

Naturally Stealthy: You can attempt to hide when obscured by a creature at least one size larger than you.

Expertise: Your proficiency bonus on Dexterity (Stealth) checks and with thieves' tools is doubled.

Sneak Attack: Once per turn, you can deal an extra 1d6 damage on an attack if you have advantage, or if another enemy of your target is within five feet.

Thieves' Cant: You know a secret system of messaging that you can use with other thieves that can determine the location of a guild, danger in an area, potential loot or easy marks, or the location of safe houses. It takes four times longer to communicate in this cant than by plain speech.

Criminal Contact: You have a reliable contact whom you know how to get in touch with, and who acts as a liaison to a criminal network.

Languages: Common, Halfling Armor: Light Weapons: Simple, hand

crossbows, rapiers, shortswords

Tools: Thieves' Tools, Playing

Card Set

OTHER PROFICIENCIES & LANGUAGES

Studded Leather Armor Shortsword
Dagger
Dark common clothes
Burglar's Pack (bag of 1,000 ball bearings, 10ft of string, 5 candles, crowbar, hammer, 10 pitons, hooded lantern, 2 flasks of oil, 5 days' rations, tinderbox, waterskin, 50ft. hempen rope)

EQUIPMENT

FEATURES & TRAITS

